# ***TEAM ANALYSIS: CACTICE***

Let's pretend I'm all professional right now. Credit to Maszt for the entire Regice set and Shifty for building the team together with me

THE TALK OF THE TOWN! HATED BY ALL, LOVED BY SOME! THE SATAN REGICE TEAM!

Today, as one of the two people who took part in creation of the team, I shall be breaking down each mon individually! Their roles, checks and counters, really whatever I consider important! DO NOTE THAT I WILL ONLY BE ANALYSING TWO VERSIONS OF THE TEAM.

https://pokepast.es/00c54d694c6304c9 version 1
https://pokepast.es/68edfd78988e3499 version 2 (the better one, use this one)

# PART 1: THE TEAM

***THE CENTREPIECE: REGICE, CODE: ICE***

The One Mon Stall, Perfect EVs that we stole, Unbreakable Wall, The Main Source of Controversy, Let's break down what makes it so scary.

First let's talk about the EVs, the most interesting part about this set. Its 148+ Defense lands it safely at 300 defense, and with Snowscape up, 450. Which is same as its special defense stat, 84 speed allow it to speedcreep uninvested Swampert by exactly 1 point, 157. 204 HP may seem odd, why not just invest the rest into HP and ditch Sp.Atk? Well it's special attack allows it to get more reliable chip, and since it'll already be so tanky, max HP isn't entirely needed, now let's get onto the moveset. Regice will be the only mon who I will discuss its EVs, as the rest are self-explanatory

Regice can easily set up Snowscape and Substitutes on basically the whole meta, with the exception of Magmortar, a Boosted Oriocorio, and Cacturne (which you can just Ice Beam). With Snowscape defense boost paired with Leftovers AND Ice Body recovery, wallbreaking this is near impossible without a thought-out plan. Ice Beam deals valuable chip to tankier mons such as Galarian Weezing and Swampert and can do vital damage to the frailer, more offensive mons such as Ribombee or Oriocorio-Sensu. And don't think you can stay in on it, once it gets Toxic on you you're on a timer, having to constantly switch between Pokemon to preserve as much HP as possible. I'd say it especially shines lategame, Ice Beam does just enough damage to reliably kill off a majority of your chipped and worn down Pokemon. And with how tanky this chunk of ice is, it is highly unlikely you are fainting it at this point. Under the right circumstances, this is nearly unbeatable. And with nearly everything else on this team to support it, I'd say it's a lot closer than you'd think.

### *THE OFFENSIVE ONE: CACTURNE, CODE: CACT*

Big damage go kaboom, what else do I say? Let's take a closer look at it!

The second, well technically first, half of the team name. Choice Band Cacturne has been SKYROCKETING in popularity due to how much damage it deals to basically everything. What hasn't been said about it? The Mind Games of Sucker Punch or Knock Off, the insane damage to basically everything, coverage to even wallbreak a check with good predicts, if you misplay on this mon, you are going to lose a mon or have a huge chunk taken out of your tanks. This can be INSANELY as you could lose an important offensive mon to deal with Regice or the other bulky mons on the team. Or have huge damage dealt on a support mon to help mitigate how much passive damage this team tends to deal, you HAVE to be careful when dealing with this cactus or it could possibly be an instant loss, and even then, it isn't even needed for you to be suffering against this team.

### *THE BEST POKEMON IN THE METAGAME: WEEZING-G, CODE: SUPPORT #1*

I cant come up with something good for this, it's just the best one what do you want me to say

Weezing has the perfect tools to support this entire team and it's playstyle. With Will-O-Wisp, it burns physical threats that could prove to be threatening to Regice NOT underneath snowscape, such as Swampert or Offensive Grafaiai, and when Regice gets substitute up under snowscape, if your physical mon is burnt.. You're not getting rid of the substitute. Of course, what Weezing is most used for in this meta is quite helpful here as well, Defog. Getting rid of the pesky rocks that chunk Regice, chip Farigiraf and itself, is obviously extremely helpful long-term, everybody knows what makes Defog so good. And with Aromatherapy, that Toxic on Regice or Burn on Cacturne isn't staying for long. Sludge Bomb can deal valuable chip damage to get Pokemon into specific ranges, or could poison a tank and put it on a timer. Don't think you're getting through this easily as well! Having 120 Defense and fully investing into HP and Defense, it can eat up basically every physical move you throw at it. It's even bulky enough to reliably survive hits from weaker special attackers! And with Black Sludge, it'll take even longer to break through this.. I think it's supposed to be CO2.

### *THE WISHPASSER: FARIGIRAF, CODE: SUPPORT #2*

Plan B, just in case the team gets too low, tanky enough to take anything coming at it, let's see exactly what it does.

Honestly, Farigirafs role is very simple. Come in, wish, baton pass, heal. Sometimes it launches future sights for damage, I can't really explain this because it's already so self-explanatory when you look at the set! We have a physical tank in Weezing, so having an

extra special tank is handy. I really don't know what you want me to say here, I've said everything I can.

### *THE LAST RESORT: MESPRIT, CODE: SUPPORT #3*

It really only has 2 roles, if I'm being completely honest. Let's dive right into it!

Number one, it's meant to be able to take out Weezing, as it poses a problem in being able to cure the Toxic our Regice spreads, and the Stealth Rocks our Swampert sets up. After it's done with that, it could potentially sweep with mystical power as it starts racking up so many boosts, to the point where even resists cannot withstand its power. Secondly, Healing Wish. It's important for almost every single member of this team to stay healthy, as they all have a very important role to fill and are all necessary for this team to work. In the scenario that one of them is too low, and Farigiraf may not be able to reliably heal, Mespirt can come in and use Healing Wish, when if used before the enemy attacks the enemy will waste a turn entirely. This cures status AND restores the selected mon to full HP, which as you can judge from this play style, is incredibly useful.

### *THE ONE WE REPLACED: ORIOCORO-SENSU, CODE: SUPPORT #4*

Yup, we replaced her! But let's see why she was even added in the first place.

At first, we thought we didn't have enough offence! So to mitigate this, we added our favourite and what you might consider to be, the best quiver dancer! But with the rise of Cacturne, its Sucker Punch absolutely DESTROYS typical Oriocorio sets, but with Colbur Berry, we're free to take a sucker punch to the face and DEMOLISH it with Air Slash. Investing Physical Bulk into Oriocorio is actually better, as it allows further longevity on the field as it sets up several Quiver Dances to balance out its weaker Special Defense. And with the Speed Boosts, Special Attack boosts, it will OneShot basically EVERYTHING. And even if it doesn't, it has roost to heal right back up from the damage it took! There may be a few exceptions, but they've likely been worn down or removed from the battle entirely by the other Pokemon.

### *THE FIRE TYPE COUNTER: SWAMPERT, CODE: SUPPORT #5*

The better option.

We had noticed a major flaw in Version 1 of the team, there were quite literally 0 fire resists. So to deal with this, we added Swampert! But Swampert is much more than just an answer to fire types. Stealth Rocks is an absolute nightmare on this team, with you needing to constantly switch around Pokemon to not take too much damage from toxic, or to better deal with a tank on the team. If you don't have Tatsugiri to Rapid Spin, or Weezing to Defog, stealth rock is going to put a MAJOR dent in your team. While you may think Cacturne is a good option against Swampert due to it being immune to Flip Turn and resisting Earthquake, Swampert can punish your switch-in with Ice Punch and dealing a MASSIVE chunk to

probably the best Wall-Breaker against that team that isn't a certain fire type. The Other two are self-explanatory, Earthquake is an excellent STAB option and deals with Magmortar very easily, and Flip Turn is an amazing STAB Pivot move, which also deals massive damage to uninvested Oriocorio-Baile. If Oriocorio is uninvested in its defenses, Swampert has a 25% chance in OHKOing. So you can imagine even if Oriocorio-Baile IS physically invested, Swampert will still be taking off a major chunk of health. And dont expect a water-resisting berry, because without boots, this Fire Birds is essentially useless against this team. The 36 Speed EVs are to get a jump on all the slower, support mons in the meta, dealing a good chunk of damage with STAB Earthquakes, or pivoting out into better options to deal with the mon.

# PART 2: COUNTERPLAY

Well, with such a seemingly unbeatable team, there doesnt seem like any counterplay at all! Well there is. And he goes by one name: Magmortar. If you can kill Swampert early into the battle, Magmortar can deal with this team easily. Even with Regice being such a powerful Special Wall, not even *it* wants to deal with its STAB Fire Blasts, nothing else is a reliable switch-in. Position Magmortar correctly and you're golden.

But that's not it! Taunt can also reliably deal with this teams entire synergy. Almost every single Pokemon on the team can be fucked over by Taunt, now this still isn't an amazing way to deal with it, as the most reliable taunt user in the meta, Grafaiai, is frail as hell, but it's a good way to temporarily deny most of the teams options, and potentially get Magmortar in easier.

Now I've only been able to think of one more solution, but in my opinion, its the best. Sleep Powder Wide Lens Lilligant with Chlorophyll under Sun. With max speed investment this outspeeds every single thing on this team, and Sucker Punch from Cacturne will not KO Lilligant in one hit **(252+ Atk Choice Band Cacturne Sucker Punch vs. 0 HP / 0 Def Lilligant: 220-259 (78.2 - 92.1%) -- guaranteed 2HKO).** Although 82% Accuracy is disappointing, I find it just the perfect amount to reliably put things to sleep, and in the end it IS worth it as this doesn't just deny the support options, this denies EVERYTHING the Pokemon can do for 2 turns MINIMUM, which is basically just free Quiver Dances. They switch out? Too bad! Sleep Powder again! Now you're at +1 speed which outspeeds everything with max speed investment! Under Sun, you can reliably deal with almost all of the team in most scenarios.

So, what do you do? Well, my recommendation, try to form a Sun Team around supporting Lilligant and Magmortar, as those will be your primary wallbreakers. Deal with Weezing as soon as you can, by then you're free to toxic Regice, Farigirag, Swampert. Keep your Toxic mon healthy as well, you'll never know when Mesprit will pull off that Healing Wish. Make sure you can consistently clear rocks so that your team won't be worn down eventually. Save Magmortar and Lilligant for when it's important too, don't just send them out whenever you feel like it. If there's a clear opportunity, go for it. And most importantly I'd say, have

something that can clear Toxic, as that’s the primary source of headache for this team in my opinion.
Also for oriocorio literally fire blast under sun fucks it over lol

And that was my analysis on this set! I hope you enjoyed this little thing I did. I thought it would be interesting to do a full team analysis over just one specific Pokemon! I hope this sparks a new interest in full team analysis, as I think it has immense potential. NOW GIVE ME LANISTA NOW NOW NOW NOW NOW NOW NO